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# Data Science for Human Well-being

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Science Is Revolutionized By Data



# Lessons from Online Social Networks

## Network structure

- Small-World  
[Watts & Strogatz, 1998]
- Powerlaw topology  
[Faloutsos<sup>3</sup>, 1999]
- Bowtie structure  
[Broder et al., 2000]

## Network behavior

- Communication patterns  
[Leskovec & Horvitz, 2008]
- Information diffusion  
[Romero et al., 2011]

## Lessons limited to **Online Behavior**

But how to capture offline behavior?

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# Wearable and Mobile Devices



69% adults own smartphones in developed countries  
46% in developing economies (rapidly growing)

Wearable and mobile devices generate massive digital traces of real-world behavior and health

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# What did we learn from these data?

- Treasure of data with great promise
  - Data **available for many years** (e.g. Fitbit founded in 2007)
  - Data is regularly **thrown away and overlooked**

Today: How can we gain well-being insights from these data?

Physical Activity

Sleep

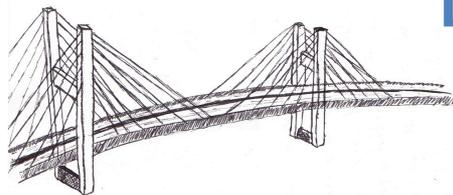
Mental Health

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# How to gain insights from these data?

## Data Experts

Don't know what questions to ask & scientific impact



## Domain Experts

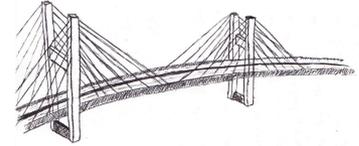
Don't know data and how new methods could address their big questions

## Gaining insights requires intersection of

- Knowing **CS methods** to extract insights from massive data
- Knowing **data**, its limitations, and how to address them
- Knowing **big questions** and how to find new ways to address them

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# My Research



## New computational methods for digital activity traces to understand and improve human well-being

- Work with terabyte-scale data
- Conduct massive observational studies
- Generate actionable insights
- Impact health applications

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## Digital Activity Traces: The Data

- Multimodal data about our behaviors and health

- Sensor data
- Device usage data
- Social interactions
- Language



- Activity and health data across millions of people

- Massive scale
- Granular detail
- Continuous & Long-term
- Low cost

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# Impact of Digital Activity Traces: Health & Domain Experts

## Limitations of health research today:

- Confined to laboratories
- Short-term ( $\leq 5$  days), small scale ( $\leq 50$  subjects), (binary) resolution
- Biases from self-reports/surveys (up to 700% off!)  
[Tucker et al., 2011]
- High cost

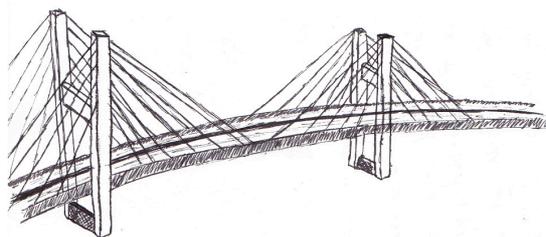
## → We know very little about our behavior & health

- How much do people exercise? What do people eat? What do they struggle with?
- **Opportunity: Improve human well-being**
  - **Advance science:** Better understanding of human behavior and health
  - **Improving healthcare:** Actionable insights

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## However...

...there is lack of **computational models** and **large-scale analyses** of digital activity traces for **human well-being**



# Why is it hard to build a bridge?

## Computational Challenges

Need **new methods** to address data limitations and model domain knowledge and questions.

1. How to integrate anecdotal and qualitative domain knowledge into **computational models** for empirical validation at scale
2. How to **infer well-being** from noisy raw data, or multimodal data sources
3. How to turn observational, biased, **scientifically “weak” data** into strong scientific results

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## Research Overview

### • **Methods**

- **Data Mining**

WWW'18a, WWW'18b, WWW'18c, WWW'17a, WWW'15, KDD'15

- **Social Network Analysis**

WSDM'17, WWW'17b

- **Natural Language Processing**

TACL'16, ICWSM'14

### • **Application Domains**

- **Health, Medicine and Psychology**

Nature'17, JMIR'16, NPJ DigMed'18, Pervasive Health'17

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# This Talk

## Data Science Methods for Human Well-being

### Physical Activity

1. How do **patterns of activity** vary around the world?
2. How can we **model & predict** everyday behavior?

### Sleep

3. How to use **search engines** for sleep insights?

### Mental Health

4. How to use **natural language processing** to improve mental health care?

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# Research Impact

## My methods and insights are used at...



### Physical Activity



Microsoft

### Sleep



### Mental Health

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# Next

## Data Science Methods for Human Well-being

### Physical Activity

- 
- How do **patterns of activity** vary around the world?
  - How can we **model & predict** everyday behavior?

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- How to use **search engines** for sleep insights?

### Mental Health

- How to use **natural language processing** to improve mental health care?

Althoff, Susic, Hicks, King, Delp, Leskovec - Nature, 2017

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## In This Part...

### 1. How do **patterns of activity** vary globally?

[Althoff, Susic, Hicks, King, Delp, Leskovec - Nature, 2017]

- **Macro-scale:** Leverage ubiquitous smartphone usage to study physical activity at **planetary scale**
- Defined & studied new measure:  
**Activity Inequality** (unevenly distributed activity)

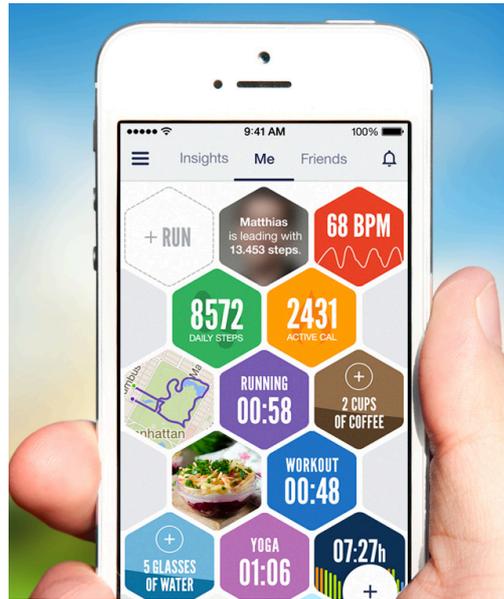
### 2. How can we **model** everyday behavior?

[Kurashima, Althoff, Leskovec - WWW, 2018]

- **Micro-scale:** New **machine learning** methods to combat activity inequality by learning when to encourage individual users

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# Activity Tracking



## Tracking actions

- Steps (automatic)
- Runs
- Walks
- Workouts
- Biking
- Weight
- Heart rate
- Food
- Drinks
- And many, many others

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## The Data

- Industry collaboration: Azumio freely shared data for open academic research

### Azumio Dataset Statistics

- 5.6 million **users**
- Users from **over 120 countries**
- 791 million **actions** recorded
- 160 million days of **steps tracking**
  - **>230 billion** data points (3TB)



Challenge: How to connect data to long-standing domain questions?

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# How Physically Active Are We?

Physical activity is extremely important for health [Lee et al., 2012]. **But we do not know how much physical activity people get!**

According to WHO:

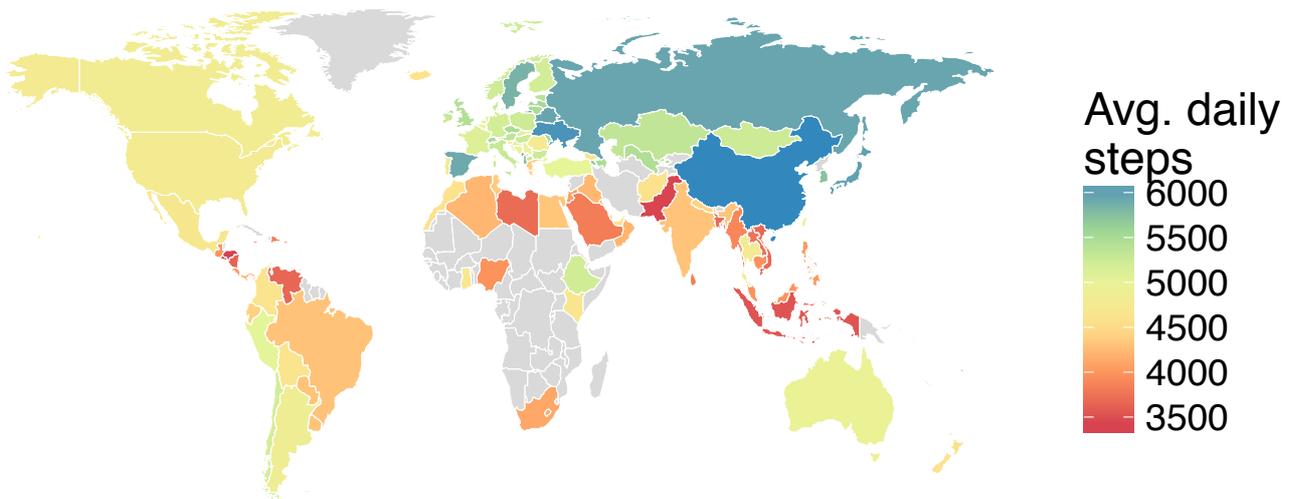
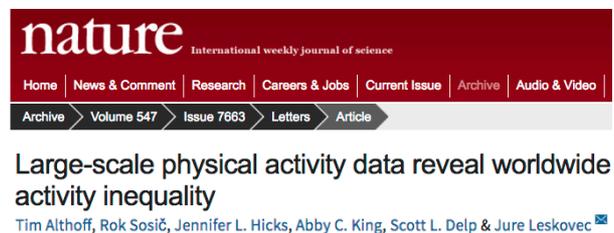
- 5-54% of Germans don't get enough activity
- No data for Switzerland and Israel

**Health research limitations today:**

- High cost, short-term, limited scale
- Biases from self-reporting

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## Worldwide Activity

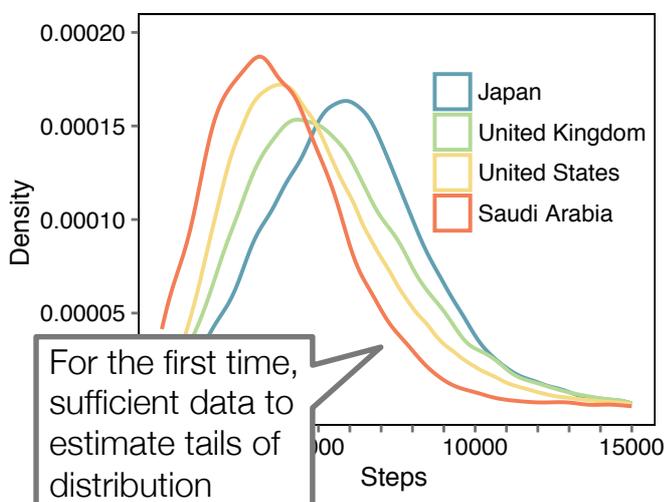


But, how is activity distributed within the population?

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# Result 1: Inequality of Physical Activity

## Difference in means



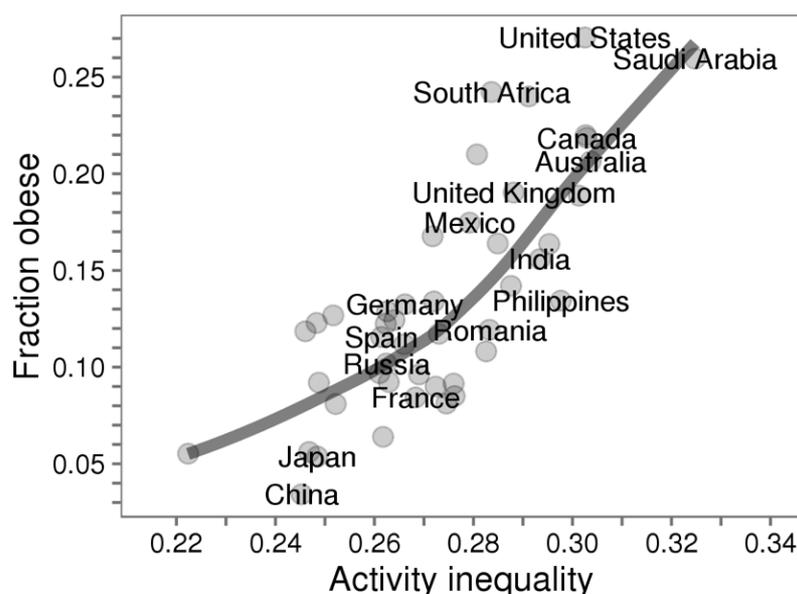
- **How (un)evenly is activity distributed?**

- Gini index of the activity distribution:

- Activity rich vs. activity poor people

$$G = \frac{\sum_{i=1}^n \sum_{j=1}^n |x_i - x_j|}{2 \sum_{i=1}^n \sum_{j=1}^n x_j} \quad 21$$

# Result 2: Activity Inequality Predicts Obesity



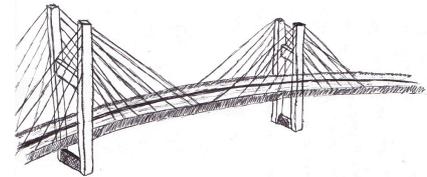
**Tails/extremes matter more than the mean**

**$R^2=0.64$**  (vs. 0.47 for avg. activity)

Massive digital traces **uniquely enable** studying tails!

## The Challenge: Convincing Domain Experts

- New concept + new instrument = **skepticism**
- Domain experts know that these data are ...
  - Noisy
  - Sometimes inaccurate
  - Observational
  - Biased and full of selection effects
- That is why data have been thrown out before
- Designed and conducted over 20 **reweighting, resampling, stratification, and simulation experiments** to demonstrate validity of results



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## Demonstrating Validity of Results

...in light of valid concerns

- Flawed sensor?
- But women wear phones less?
- Obesity data inaccurate?
- Biased population?
- Due to rich people?
- Missing data? Outliers?
- Inaccuracy of location inference?
- Reproducible: Released analyses and data at <http://activityinequality.stanford.edu>

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# Research Implications

- Pioneered new **paradigm** for monitoring populations
- Working with **public health researchers** on implications for obesity, policy, urban planning

How to improve health by combating activity inequality?

- **Next: Moving from macro to micro level**
  - How to **target notifications and reminders** for each **individual** to encourage healthy behavior?

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## Modeling Everyday Behavior



- **Apps tracks everyday behaviors:** drink, food, sleep, weight, heart rate, running, walking, stretching, biking, workout, ...

How can we model this behavior?

# Modeling Task

- **Task: Model **what** action user will take next and **when****

## Why is this useful?

- **Predictions** useful as interventions if they are **timely** and **explainable**
  - Timeliness: Diet support – send diet reminder *just before* meal choice
  - Explainability: “Hey, we saw you missed your weekly run this morning. How about tomorrow morning?”

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## Why Is This Task Hard?

- **Human behavior is highly complex**
  - Actions vary **over time**
  - **Interdependencies** in short- & long-term
  - Creatures of habit with **periodic behaviors**
  - **Individual preferences**
- **Model requirements**
  - Predict **action** and **continuous time**
  - Need **timely** and **explainable** predictions

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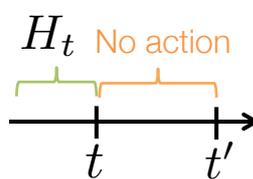
# Model

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[WWW'18a]

## Background: Temporal Point Processes

- **Definition:** Random process whose realization consists of a list of discrete events localized in time  $\{t_n\}_{n \in \mathbb{N}}$  with  $t_n \in \mathbb{R}^+$
- **Benefits**
  - Generative process that predicts both action and time
  - Flexible through **conditional intensity function**  $\lambda(t'|H_t)$  where  $H_t$  represents the history of actions until  $t$
- Conditional density that **an event occurs** at time  $t'$



$H_t$  No action

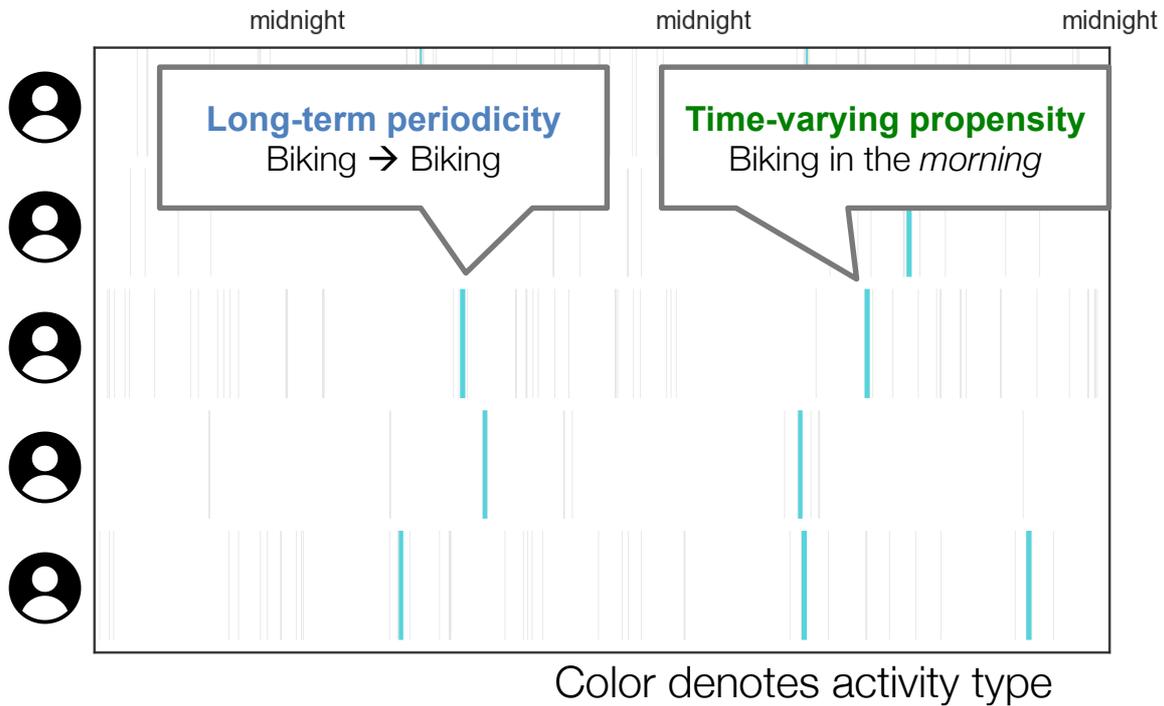
$$f(t'|H_t) = \lambda(t'|H_t) \exp\left(-\int_t^{t'} \lambda(\tau|H_t) d\tau\right)$$

■ Event occurs at  $t'$       ■ History  $H_t$  until  $t$   
■ No event occurred from  $t$  to  $t'$

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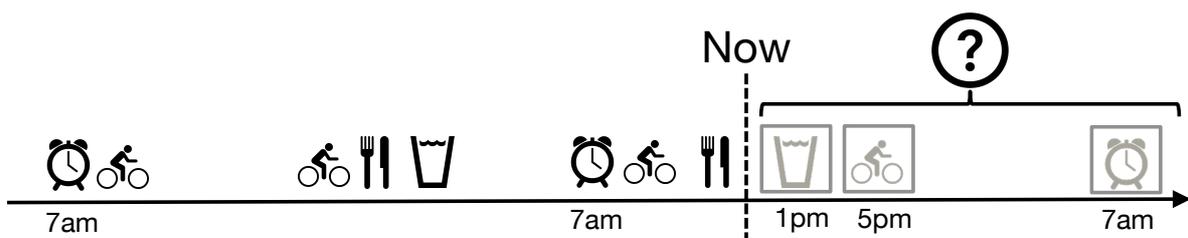


# Real Activity Data



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## My Approach: Three Components



### 1. Short-term **interdependencies** between actions



### 2. Long-term **periodic** effects



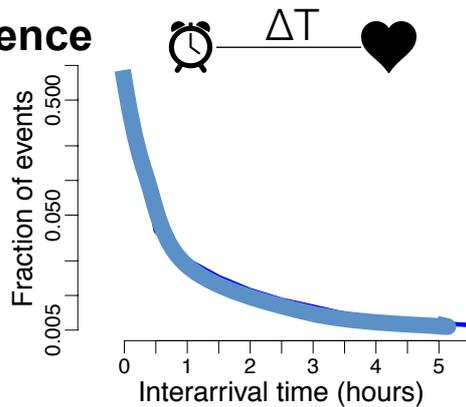
### 3. **Time-varying** action propensity



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# 1. Short-term Interdependency

## Empirical Evidence



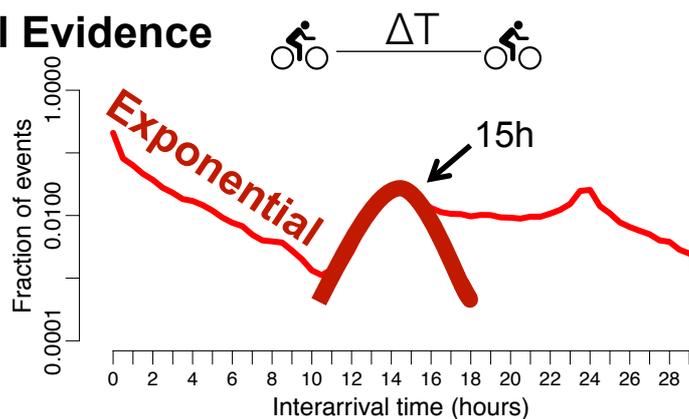
## Model: Exponential Distribution

$$ShortTerm_u(t, a) = \sum_{(t', a') \in H_{ut}} \theta_{a'a} \omega_{a'a} \exp(-\omega_{a'a} \Delta_{t't})$$

- Exponential     $\omega_{a'a} > 0$  Rate parameter – Shape
- Importance     Sum over all previous events

# 2. Long-term Periodicity

## Empirical Evidence



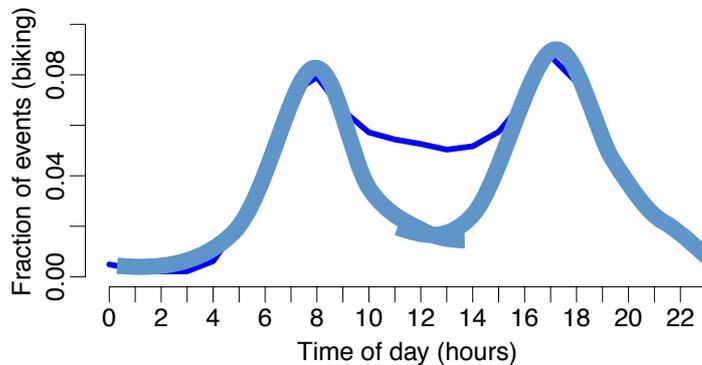
## Model: Weibull Distribution

$$LongTerm_u(t, a) = \sum_{t' \in H_{ut}^a} \phi_{c_{t'}, a} \gamma_{c_{t'}, a} \kappa_{c_{t'}, a} \Delta_{t't}^{\kappa_{c_{t'}, a} - 1} \exp(-\gamma_{c_{t'}, a} \Delta_{t't}^{\kappa_{c_{t'}, a}})$$

- Weibull     $\kappa_{c_{t'}, a} > 0$  Shape     $\gamma_{c_{t'}, a} > 0$  Scale
- Importance     All previous events of same type

## 3. Time-varying Action Propensity

### Empirical Evidence



### Model: Mixture of Gaussians

$$Time_u(t, a) = \sum_{z \in \mathbf{Z}} \frac{\beta_{az}}{\sqrt{2\pi\sigma_{az}^2}} \exp\left(-\frac{(t - \mu_{az})^2}{2\sigma_{az}^2}\right)$$

■ Gaussian

■ Importance: How likely does Gaussian trigger event?

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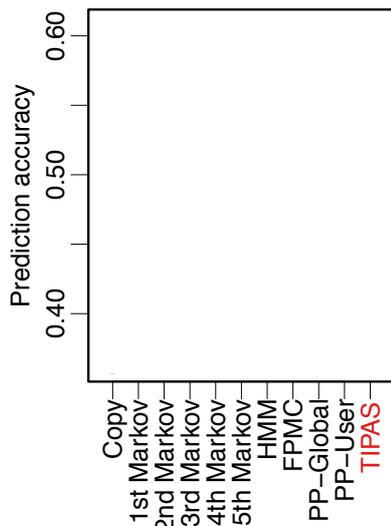
## Model Inference

$$\lambda_u(t, a) = \alpha_{ua} + Time_u(t, a) + ShortTerm_u(t, a) + LongTerm_u(t, a)$$

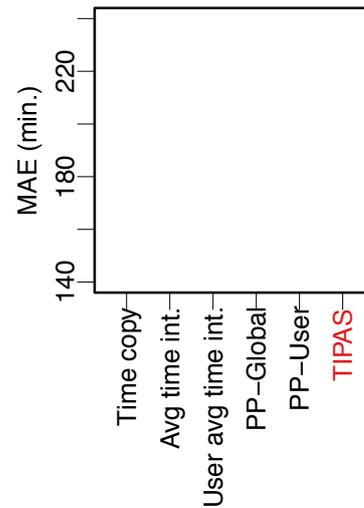
↑  
Personalization factor

- Learn parameters via **Expectation-Maximization algorithm**

# Prediction Results



Action prediction (10)

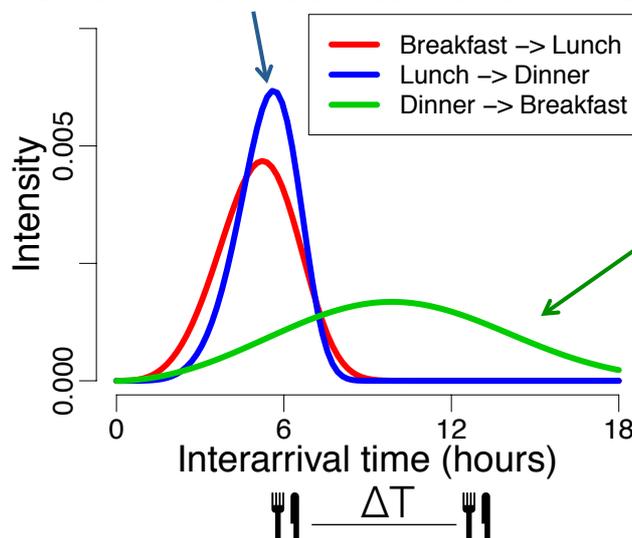


Time prediction

# Model Explainability

- Few model parameters (~500)
- Can visualize inferred distributions to see what TIPAS model learned from data

Earlier lunches mean earlier dinners! (~5h period)



Not obvious!  
Does not hold  
for dinners!

Important for  
interventions  
(e.g. diet reminder)

# Modeling Summary

- **Generative model** that encodes empirical insights on human behavior
  - Takes previous actions into account (early lunch)
  - Models interdependencies between actions
- **Predictions** enable personalized health interventions
  - **Timely and explainable** predictions tell us when & how to notify users

Code and data available at <http://snap.stanford.edu/tipas/>

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## Next

### Data Science Methods for Human Well-being

#### Physical Activity

1. How do **patterns of activity** vary around the world?
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#### Sleep

3. How to use **search engines** for sleep insights?

#### Mental Health

4. How to use **natural language processing** to improve mental health care?

# In This Part...

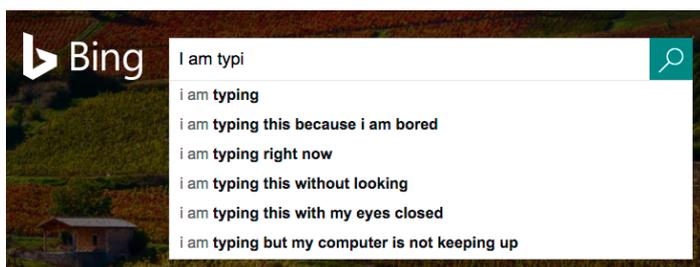
- **Q:** How does sleep affect **cognitive performance**?
- **Bridge:** Search logs studied for a decade, domain experts never thought of looking there
  - **First-ever combination** of web search and wearable data
  - **Statistical model** encoding biological domain knowledge



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## Key Insight: Cognitive Performance through Search Engine Interactions <sup>[WWW'17a]</sup>

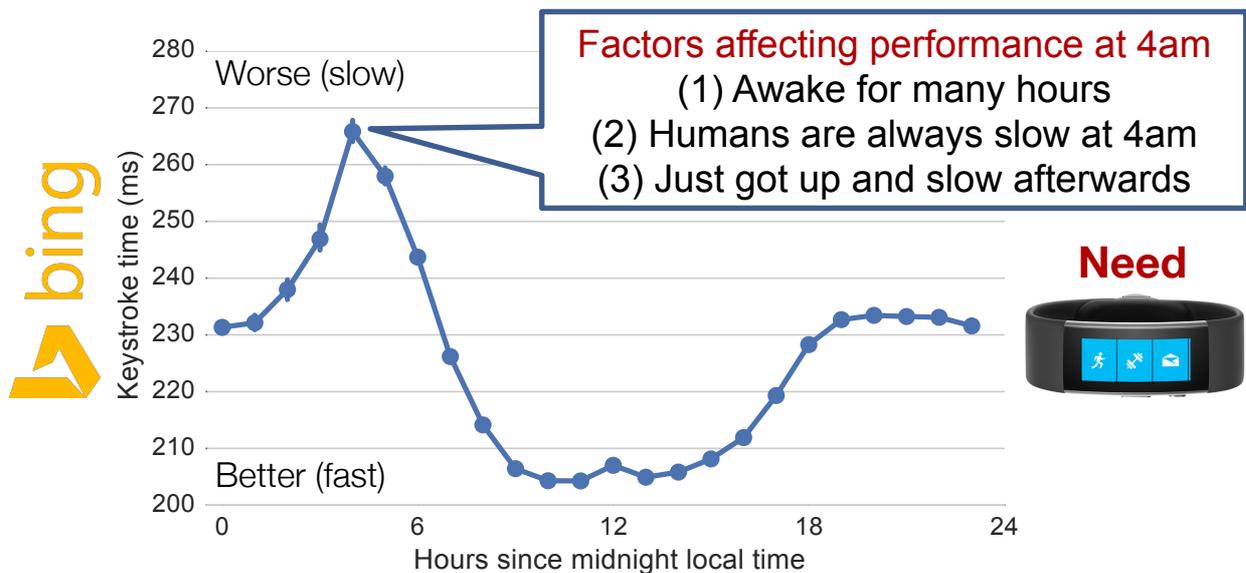
- **Search engines** are used repeatedly every day, awake or sleepy, by billions of people
- **Key insight:** Reframe everyday **interactions with web search engine** as series of **performance tasks**
  - Query typing speed (or click on search result)



fa ←  $\Delta t(\text{"c"}) = 237\text{ms}$   
fac ←  $\Delta t(\text{"e"}) = 219\text{ms}$   
face ←  
...

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## Result: Real-World Performance Variation



- Performance far from constant (31% variation)

How can we distinguish these three factors?

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## Modeling Challenges

### How to disentangle the three effects?

- Many factors, highly correlated
- Current approach: Forced desynchrony protocol in sleep lab & active sleep deprivation at tiny scale

### My approach

- Leverage **existing variation** of real-world interactions with web search engines across millions of people
- Develop **statistical model** to disentangle effects

# Biologically-inspired Statistical Model

- Bridge: Generative model encoding multiple **biological processes** to disentangle effects (domain knowledge)
- **Generalized Additive Model** [Hastie & Tibshirani, 1990]

$$y \sim \mathcal{N}(\mu(x), \sigma^2)$$

Keystroke timing      Keystroke features      Gaussian noise

$$\mu(x) = \alpha + f(\text{key}(x)) + g(\text{timeofday}(x)) + h(\text{timeawake}(x))$$

Intercept      Time of day

Keystroke      Time since wakeup  
(wearable sleep measurement)

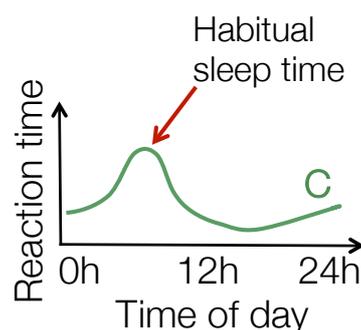
(control for key pressed:  
"A", "a", "@", ...)



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## Model: Why Time of Day?

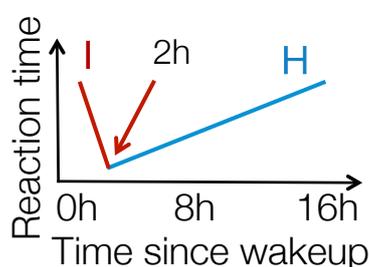
- Lab studies: Several **biological processes** drive performance variation
  1. **Circadian rhythm (C)**: behavior-independent, near 24h oscillations that is **time-dependent**
 → model time of day  $g(\text{timeofday}(x))$



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## Model: Why Time Since Wakeup?

- Two additional **biological processes** impact performance
  2. **Homeostatic sleep drive (H)**: the longer awake, the more tired you become
  3. **Sleep inertia (I)**: performance impairment experienced immediately after waking up



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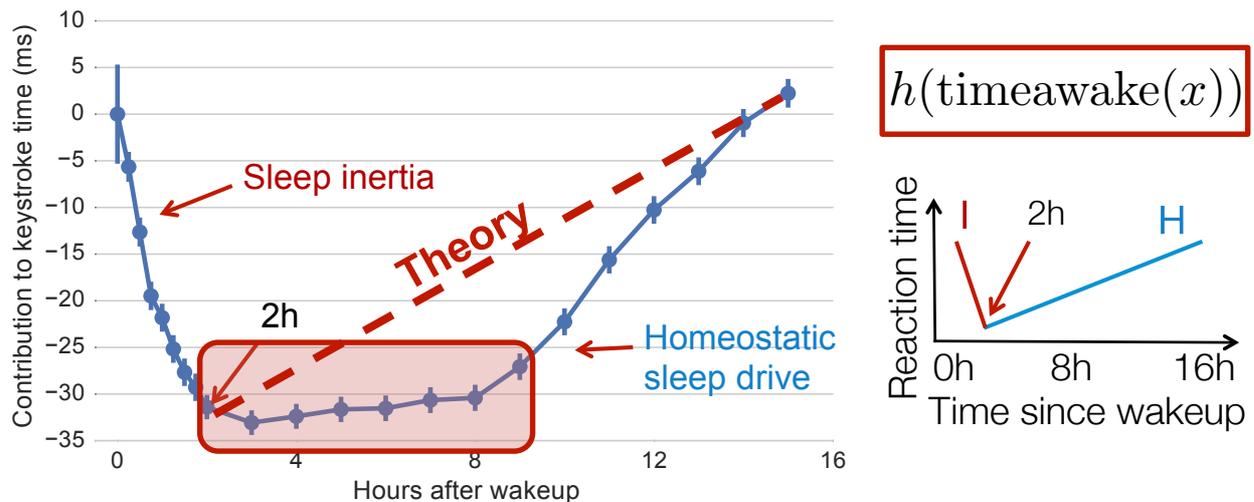
## Model: Parameter Learning

$$\mu(x) = \alpha + f(\text{key}(x)) + g(\text{timeofday}(x)) + h(\text{timeawake}(x))$$

- **No assumptions** about functional form!
- **Convex optimization** problem  
(~1000 parameters, ~75M observations)

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# Result: Time Since Wakeup



- **Validation:** Model identifies **homeostatic sleep drive** and **sleep inertia** consistent with lab-based studies
- **New insights:** It was impossible to measure cognitive performance at scale and outside lab. Now we can!

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[WWW'17a, NPJ DigMed'18]

## Research Impact

### New science

[Althoff, Horvitz, White, Zeitzer – WWW, 2017]

1. Used my method to estimate **impact of sleep deprivation** on real-world performance
  - Largest-ever study by 400x



### Reducing vehicle accidents

[Althoff, Horvitz, White – NPJ Digital Medicine, 2018]

2. Used my method at US population scale to **predict vehicle accident risk**
  - **16 billion keystrokes** across ~2700 US counties
  - Technology could help **reduce vehicle accidents**



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Althoff\*, Clark\*, Leskovec - TACL, 2016

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## NLP for Mental Health

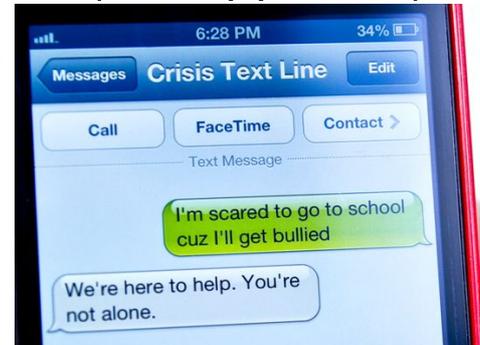
- **Question:** How to talk to someone to help them **feel better?**
- **Mobile devices** enable counseling conversations wherever you are
  - **Massive scale:** >56M messages to date
  - Daily(!) active rescues for danger of suicide

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# Leveraging Data to Improve Treatment

- **Text-based counseling** enables quantitative study of conversation strategies (IRB approved)
  - Full conversation transcripts
  - Conversation outcomes



- *Helps answer important questions*
  - *Why are **some counselors much better** than others?*

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## Data-driven Conversation Strategies

Developed **computational models** and provided **quantitative evidence** for five conversation strategies:

1. Adaptability: **Language model comparison**
  - Best counselors adapt to conversation
2. Dealing with ambiguity: **Clustering**
  - Best counselors react differently to identical situations
3. Creativity: **Subspace analysis**
  - Best counselors use less generic/templated language
4. Making progress: **HMM extension**
  - Best counselors understand problem quickly & solve
5. Change in perspective: **Coordination analysis**
  - Best counselors change people's perspective

# Mental Health: Impact

- Insights concretely improved  
counseling training

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Summary

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# Talk Summary



- **Digital traces** capture behavior and health at scale
- New methods needed to unlock **insights**
- Developed new **methods** in Data Mining, Social Network Analysis, Natural Language Processing
  - **Concrete impact** on understanding of human well-being
  - My methods and insights have been used at Microsoft, Under Armour, Crisis Text Line, and many other orgs.

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## Acknowledgements



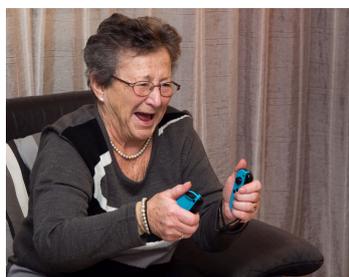
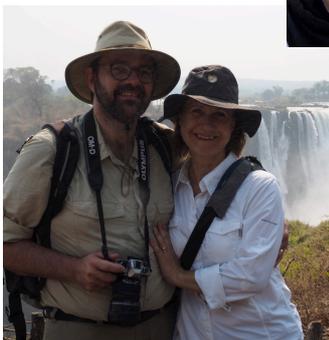
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# Collaborators & Colleagues

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# Family & Friends



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# Thank you!

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